D&D 5 Herbs

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Aldaka

altering (maceration) - 100 po
↳ *mushroom - underdark - spring, summer, fall*

An aldaka is a dark red mushroom that grows underground, away from daylight. Prepared with a skillful mixture of oils and spices, it makes a maceration with an ignoble smell which has the virtue of immediately restoring sight to a blind creature if it is applied directly to the eyes.
A creature who temporarily suffers from the blinded condition and on whom this cream is applied recovers their sight immediately. In addition, a creature who is permanently blinded for natural reasons has 50% of chance to recovering their sight after applying it for 10 minutes, provided their eyeballs are perfectly intact.

Alkanet

antipoison (decoction) - 50 po
↳ *roots - forest - spring, fall*

This thick red-brown leaves plant does not like bright light and grows in thick forests. Its leaves look like a brown cabbage from a distance but, if these are edible, it is especially the roots of this plant that are sought after for its anti-poison effects.
This concoction grants advantage on saving throws against all Ingested poisons for the next 8 hours, and on saving throws to negate the poisoned condition and any other effects from an Ingested poison that has been absorbed into the hour preceding the consumption of the beverage. The subject does not, however, recover any hit points lost due to the poison.

Alleha

boost (infusion) - 30 po
↳ *plant - grassland - summer*

An alleha is a 12 inches tall wild plant that bears small bright yellow flowers. Its infusion with walnut or olive oil is commonly used after a hard day at work to recover and fight the effects of fatigue.
Drinking the infusion reduces the exhaustion level by 1, if you are not already dead of course, for the next 8 hours. If the creature still has exhaustion levels after this time, it takes one more level.

Amrans

curative (direct absorption) - 5 po
↳ *plant - grassland - summer*

An amrans is an unusual plant but easy to spot due to the pink and purple colors of its small fruits which are half the size of a grape. These, if eaten fresh, like just after picking, revitalize the organism.
Eating amrans fruit recovers 1 hit point per level. Absorbing a large amount does not stack the effects and only allows you to recover 1 hit point per level between deux short rests.

Angelic

fortifying (direct absorption) - 10 po
↳ *plant - underdark - summer*

This very rare plant with large brown leaves only grows underground on rocky ground. Its size rarely exceeds 20 inches in height, but its diameter can be greater than 3 feet. These nut-like fruits are highly prized for fortifying eyesight.
Eating angelic nuts gives a +1 bonus to saving throws against being blinded for the next 8 hours. Absorbing a large amount does not stack the bonus.

Anserke

fortifying (decoction) - 50 po
↳ *roots - desert - spring, fall*

An anserke is a kind of very spiny cactus that grows in hot deserts. The main element of the preparation that is drawn from it and which strengthens immunity against very many types of disease are its roots which sink more than six feet under the ground.
Drinking the anserke decoction gives advantage on Constitution checks against all nonmagical diseases for a number of days equal to the creature's Constitution modifier (minimum 1).

Archangelic

fortifying (maceration) - 75 po
↳ *bark - arctic - fall*

An archangelic is a very rare small tree less than three feet high and which grows in extremely cold climates such as on the tops of the highest mountains. Its bark is sought after by herbalists because it serves as basis for a maceration which makes possible to resist the greatest cold.
A creature that absorbs an archangelic preparation gains cold resistance for 1 hour. The subject notices the end of the effects by a gradual return of the sensation of cold.

Arkasu

curative (decoction) - 15 po
↳ *bark - arctic - fall*

An arkasu is a tree that grows in very arid lands such as deserts. It is often found alone in the middle of nothing. The preparation based on arkasu sap, applied to wounds, has healing properties.
The decoction heals 1d6 hit points but only for cut wounds, such as damage from sharp or piercing weapons. For a given wound the decoction only works once.

Arlan

curative (infusion) - 10 po
↳ *plant - forest - summer*

An arlan is a plant with large green leaves and small flowers that grows mainly undergrowth. The pollen of this plant has healing properties.
An infusion of arlan heals 2 hit points per level, for a maximum of 20 hit points. Each tea must be taken at least 2 hours apart to take effect.

Arpusar

boost (infusion) - 30 po
↳ *plant - mountain - summer*

An arpusar is a shrub about 3 feet height with a twisted trunk and long pointed serrated leaves that grows in altitude. The infusion drawn from the leaves of arpusar gives a brief burst of physical strength.
This infusion gives a +1 bonus to damage with a melee weapon for the next minute. It is usually kept in a vial.

Asarabacca

altering (direct absorption) - 10 po
↳ *plant - grassland - summer*

An asarabacca is a tall plant that gives gooseberry size red fruits. These fruits, which have no real taste, have the ability to appease animals if they eat them.
A beast creature that ingests asarabacca fruit becomes docile and incapable of violence for the next hour, unless of course you show aggression towards it, in which case its nature quickly takes over. These fruits have no effect on humanoids or monsters.

Ashine

fortifying (infusion) - 30 po
↳ *plant - forest - summer*

An ashine is a creeper and parasitic ivy-like plant that grows along trees in forests. Its yellow-spotted shoots prepared as infusion make easier to resist to the bites of lycanthropes in order to avoid catching this disease. One also said that the very smell of this plant repels lycanthropes, but this ability is not really proven.
Absorbing an infusion of ashine gives a +2 bonus to Constitution saving throws against being afflicted by lycanthropy. The infusion is active in the organism for 1d4 hours.

Atigax

altering (maceration) - 100 po

↳ *mushroom - underdark - spring, summer, fall*

This black and itchy fungus grows in the Underdark. The maceration made from it is sought after by some nocturnal or underground creatures to move around the surface during the day without any problem because it removes sunlight sensitivity.

An atigax preparation removes the disadvantage on attack rolls and Wisdom (Perception) checks based on sight imposed by the Sunlight sensitivity ability for 1d4 hours.

Attanar

boost (decoction) - 50 po

↳ *roots - arctic - spring, fall*

An attanar is a whitish moss that grows on rocks in extremely cold climates such as on the tops of very high mountains. Nicknamed the "dragonborn moss", it makes the Breath of this race more powerful.

A dragonborn who chews attanar moss increase the DC to resist his Breath by +2 until his next short or long rest, when the drop in adrenaline counteracts these effects.

Balme

curative (infusion) - 20 po

↳ *bark - underdark - fall*

A balme is a tree with sparse oval-shaped black-red leaves that can measure up to 6 or 7 feet in height and grows underground, away from sunlight. An infusion of its bark, when drunk hot, is a very good antidote against all types of poison.

The brew restores 1d8 hit points lost due to poison damage. It has no preventive virtue, so has no action if drunk before taking poison damage.

Barr

fortifying (infusion) - 30 po

↳ *plant - forest - summer*

A barr is a small shrub that can reach 5 feet in height. The preparation that can be made from the small red fruits of this plant strengthens the spirit.

An infusion of barr gives a +1 bonus to saving throws against being charmed for 8 hours.

Bastit

boost (infusion) - 30 po

↳ *plant - swamp - summer*

The bastit is a carnivorous plant that grows in marshes and feeds by insects that pass near it. Its red and yellow flowers are particularly sought after by sorcerers because it allows them to recover more quickly. A bastit infusion should not be drunk but inhaled. The smell it gives off, rather pleasant by the way, has on the other hand the annoying tendency to attract mosquitoes.

Inhaling a bastit infusion allows a sorcerer to recover one sorcery point previously spent. Its effects are not cumulative, and it only works once between two long rests.

Belan

fortifying (maceration) - 75 po

↳ *roots - desert - spring, fall*

A belan is a small tree about 6 or 7 feet with a massive trunk and a very dark color that grows in very arid lands. The maceration that is carried out with its roots, very deep, makes possible to resist strong heat and even burns.

A belan Maceration grants resistance to fire damage for 1 hour.

Belramba

fortifying (decoction) - 50 po

↳ *roots - forest - spring, fall*

The belramba is a kind of lichen with a reddish hue found mainly in forests. Its preparation helps to overcome fear. Many barbarians take it before battle to give themselves courage.

A decoction of belramba gives advantage on saving throws against being frightened, whether the cause of the fear is magical or not, for the next hour.

Birnot

fortifying (maceration) - 75 po

↳ *plant - mountain - summer*

The birnot is a tree with hairy leaves that grows in altitude. Its acorns, which have a very bad taste, are used to make a drink that strengthens the organism.

The maceration grants advantage on Constitution saving throws for 1 hour. It should be noted, however, that this preparation is not effective for all organisms and has only a 20% chance of working for a non-humanoid creature.

Biset

boost (infusion) - 30 po

↳ *plant - grassland - summer*

The infusions of this pretty plant with bright blue flowers and thin purple stems enhance a creature's natural dexterity.

For the minute following its absorption, the biset infusion gives a +1 bonus to hit and to Dexterity checks. Be careful however, the absorption of more than one biset herbal tea between two short rests causes vision problems and can even make you temporarily blind in case of excess.

Blabert

boost (decoction) - 50 po

↳ *bark - desert - fall*

The bark of this kind of green-yellow cactus found in deserts is used to combat the effects of fatigue.

A blabert decoction reduces a creature's exhaustion level by 2. Incidentally, it also puts an end to any dysentery problem very quickly. Its effects are not cumulative as long as you have a level of exhaustion.

Blarot

curative (decoction) - 20 po

↳ *roots - swamp - spring, fall*

This low, bushy plant found at the edge of some marshes has clusters of bell-shaped purple flowers that float on the surface of the water. Its roots have healing properties.

A decoction of blarot roots heals superficial wounds and restores 1d4 hit points if the subject still had half or more of his hit points before drinking the brew.

Borage

boost (direct absorption) - 10 po

↳ *plant - grassland - summer*

This shrub with fine and long stems of about 20 inches has bright red fruits which have the shape of a grape. These are used by frequent travelers to support long walks.

Eating borage fruits after 8 hours of walking grants a +2 bonus to Constitution saving throws to resist the additional hours of walking. The effect disappears on the first failed saving throw.

Breakthroughs

antipoison (maceration) - 75 po

↳ *bark - desert - fall*

This rare shrub with branches covered with prickles grows on arid lands such as deserts. Its trunk, once dry, becomes porous. It's a great antipoison. It makes possible to prevent poisons of all kinds and types.

This maceration grants advantage on saving throws against all poisons for 4 hours after it is absorbed.

Bursthelas

boost (infusion) - 30 po

↳ *plant - coast - summer*

The bursthelas is a plant that grows by the sea or salt water and has pink flowers that attract attention. The infusion made from it increases aquatic performance.

Drinking an infusion of bursthelas gives a +2 bonus to Strength (Athletics) checks to swim or climb in difficult conditions for 1 hour. The somewhat unpleasant side effect is that, after this time, the bursthelas causes terrible stomach pain for the next hour.

Calamus

altering (maceration) - 100 po

↳ *plant - coast - summer*

The calamus is an aquatic plant similar to water lilies that grows in warm, humid climates on the surface of waters such as lakes or ponds. Its maceration, which among other ingredients includes several small insects, is a sought-after preparation because it helps to recover hearing.

A creature who temporarily suffers the deafened condition immediately recovers their hearing. In addition, a creature permanently deaf for natural reasons has a 50% chance of recovering hearing equivalent to approximately 25% of normal hearing for 1 hour.

Calcena

curative (maceration) - 75 po

↳ *mushroom - forest - spring, summer, fall*

The calcena is a small pinkish-brown mushroom. Anyone who inhales its spores too much will hallucinate for a few minutes. On the other hand, meticulously mixed with oils, we get an invigorating cream that helps heal faster.

Applying calcena cream to the lips of a dying creature grants advantage to the first Wisdom (Medicine) check made to stabilize the subject.

Callin

boost (infusion) - 30 po

↳ *plant - grassland - summer*

Also called the "lover's flower", the callin is a plant with small yellow flowers that grows in temperate environment. It owes its nickname to the fact that the infusion drawn from it makes people likable, which helps to convince.

The brew gives a +1 bonus to Charisma checks for the next hour.

Chasground

antipoison (decoction) - 50 po

↳ *mushroom - underdark - spring, summer, fall*

The chasground is a large mushroom that once grew on the surface, but nowadays it is only found underground. Some drow communities cultivate it, even if the chasground is fragile because it does not resist to excess or lack of water. If it has been well cultivated, it is a highly prized anti-poison.

A decoction of chasground gives advantage on saving throws against Contact or Injury type poisons for the next hour. The chasground is on the other hand inoperative if the poison is already in the organism.

Cofrail

curative (infusion) - 20 po

↳ *plant - mountain - summer*

This tree that grows in the mountains can reach a height of 16 feet. But if the cofrail is sought after, it is for the yellow pollen of its flowers which heals bruises.

Cofrail pollen infusions recover 1d6 hit points lost due to bludgeoning damage. For a given injury, the infusion only works once. Incidentally, it is also very effective against headaches.

Colerte

fortifying (direct absorption) - 10 po

↳ *plant - coast - summer*

The colerte is a plant with large leaves and pretty yellow flowers that grows in warm climates at low altitudes. Drinking a colerte infusion before drinking alcohol helps to stay sober.

The harmful effects on the brain are eliminated for an hour, but the alcohol is not eliminated from the organism. If too much alcohol is ingested, alcoholic coma can still occur.

Coparnia

boost (maceration) - 75 po

↳ *roots - arctic - spring, fall*

The coparnia is a very rare completely white plant that grows only on land with a small permanent snow cover, which designates very particular places, the depth of snow normally varying from season to season. The preparation made from its roots is particularly sought after by clerics and priests for its effects on the undead.

A cleric who drinks a coparnia maceration doubles the Turn Undead duration for one minute.

Covet

altering (decoction) - 50 po

↳ *bark - coast - fall*

This tree, which can reach 40 feet height, requires mild temperatures and has a thick bark similar to cork, with which wine bottle stoppers are made. But a decoction of covet bark has the property of purifying water.

The equivalent of one vial of this preparation eliminates all bacteria in 5 gallons of water. Note however that it only acts on bacteria and microbes, therefore protects against all kinds of diseases, but in no case the covet neutralize a poison effect.

Culkas

fortifying (decoction) - 50 po

↳ *roots - mountain - spring, fall*

The roots of culkas, a type of innocuous-looking bramble, have the particularity of closing the inner pavilions of the ears for humanoid races. The decoction made from it is usually sold in the form of a cream. Applying it in your ears reduces your hearing by about 50%, which still allows you to listen to someone talking in front of you, but above all it prevents you from being deafened, whatever is the volume, the inner pavilions closing completely in case of excessive volume.

A creature that coats the inside of its ears with culkas cream gains advantage on all saving throws against being deafened for 1 minute. Applying several doses in his ears accumulates the duration without however reducing hearing by more than 50%.

Damater

curative (maceration) - 30 po

↳ *plant - swamp - summer*

The damater is a black-colored plant of the nettle family. It usually grows deep in marshes. Crushed and mixed with pure water, lemon juice, and some oils, its maceration helps heal wounds caused by acid. The application is very painful, the scar that will remain is usually horrible, but the damage will be healed.

A preparation of damater applied to a wound restores 1d8 hit points lost due to acid damage.

Darsurion

boost (maceration) - 75 po

↳ *plant - swamp - summer*

The leaves of this plant, which a novice will surely confuse with nettles, are the basis of a preparation prized by the barbarians.

Drinking a darsurion maceration increases the duration of a barbarian's rage by 1 round if this one is triggered within 10 minutes of drinking the brew. Its effects are cumulative if you drink more than one potion, with a maximum of 5 additional rounds, meaning 30 seconds.

Dechale

curative (maceration) - 30 po

↳ *mushroom - swamp - spring, summer, fall*

This red-spotted black fungus grows in swamps with a terrible smell and an awful taste. But its maceration has the great virtue of healing necrotic damage.

Drinking a dechale maceration restores 1d8 hit points lost due to necrotic damage.

Degiik

boost (decoction) - 50 po
↳ *bark - mountain - fall*

The degiik is a tree that grows in mountainous regions and has black and white colored leaves. It is, however, its bark that is sought after for its brain-activating effects in humanoid creatures. The preparation has no effect on animals or other creatures.
The degiik decoction grants a +1 bonus to proficiency bonus on all Intelligence, Wisdom and Charisma checks for a duration of 1 minute. This does not work for attack rolls and saving throws.

Delrean

curative (maceration) - 30 po
↳ *roots - arctic - spring, fall*

The delrean is a very rare plant that grows in extreme cold climates. Its roots, boiled and properly prepared, yield a kind of oil that helps heal radiant damage.
A delrean maceration restores 1d8 hit points lost from radiant damage. One has to wait at least one minute between each dose so that their effects accumulate.

Ditania

boost (infusion) - 30 po
↳ *plant - coast - summer*

This 15 to 20 inches heigh herb found in warm climates yields an infusion that heightens the creature's senses.
The ditania grants a +2 bonus to all Wisdom checks for 1 minute. Its effects are not cumulative, and you even have to wait until the end of a long rest so that a second vial can act in the same way.

Dorose

boost (direct absorption) - 10 po
↳ *plant - grassland - summer*

The dorose is a tall plant that exceeds 20 inches and sometimes reaches 40 inches. Its large yellow flowers are up to 8 inches in diameter. Eating its almond-flavored raw pollen temporarily increases insight. In some cities, the guards eat it when questioning a stranger to help them guess their true intentions.
Dorose pollen grants a +1 bonus to Wisdom (Intuition) checks for 1 minute. You can eat as much as you want, no side effects are known to date.

Draffe

curative (direct absorption) - 5 po
↳ *plant - coast - summer*

The draffe is a plant with very pretty pink flowers found in hot climates, usually by the sea. Chewing its unconventionally shaped leaves helps to recover faster.
Chewing draffe leaves restores 1 hit point if the subject still had half or more of his hit points before that, meaning he was not really injured. In the latter case the draffe has no effect. Absorbing several doses accumulates the effects.

Dramallon

curative (decoction) - 20 po
↳ *bark - forest - fall*

This massive tree grows in the heart of forests, where the air is humid, and sunlight does not reach the ground. Its bark is sought after for its healing properties. The preparation of dramallon requires bee honey and salt.
An infusion of dramallon restores 1d8 hit points lost from lightning damage, provided the damage was inflicted less than an hour before it was absorbed.

Ebure

boost (decoction) - 50 po
↳ *roots - swamp - spring, fall*

The ebure is a plant that grows at the edge of stagnant water in marshes, preferably on muddy ground. Its roots, once cleaned, serve as the basis for a preparation that effectively helps to cure madness.
A decoction of ebure halves the time of a short or long madness. Multiple decoctions do not reduce this duration to less than half the original time.

Eldas

boost (infusion) - 30 po
↳ *bark - mountain - fall*

This tree grows on sunny mountain slopes. It is used by mountaineers who are lucky enough to have it near their homes because its effects in the fight against fatigue are well established. The doses must be precise and moderate, because overconsumption of eldas can cause the opposite effects, even a heart attack.
An infusion of eldas bark reduces the level of exhaustion by 2 until the next long rest. Only one infusion per day is recommended.

Entrist

antipoison (maceration) - 75 po
↳ *plant - forest - summer*

The entrist is a stinging plant that grows in forests. Its leaves but especially its pollen cause severe itching on simple contact. On the other hand, it is an excellent antipoison.
The entrist maceration grants advantage on saving throws against vegetal poisons for the next hour. On the other hand, the entrist is ineffective if the poison is already in the organism.

Falsifal

fortifying (maceration) - 75 po
↳ *mushroom - forest - spring, summer, fall*

The falsifal is a brown mushroom found in the forests. Its shape is curved and when you cut it, it releases a small harmless gas. But a talented herbalist who knows how to recover this gas will make a maceration with surprising effects on breathing.
A falsifal maceration doubles the value of the Constitution modifier (minimum +1) to calculate the time you can hold your breath and the number of rounds you can survive when you can't breathe.

Fennely

antipoison (infusion) - 30 po
↳ *plant - grassland - summer*

The fennely is a pretty plant that is grown as much to decorate a garden as for its ability to counter poisons. In some royal courts cooks add chopped fennely leaves to their sovereign's dish.
Eating fennely leaves gives a +2 bonus to saving throws against all Ingested poisons for the next hour. On the other hand, the plant is without effect if the poison is already in the organism.

Fetrefe

fortifying (decoction) - 50 po
↳ *roots - forest - spring, fall*

The fetrefe is a dark green moss dotted with white dots that grows along the trunks of certain trees in forests. The preparation made from this foam makes more resistant to bruises.
A fetrefe decoction grants advantage on Constitution saving throws against being unconscious for 1 hour. Also note that sucking a fetrefe moss, although the taste is not the most pleasant, helps relieve headaches.

Fiveleaves

boost (infusion) - 30 po
↳ *plant - grassland - summer*

This five flower petals plant with pink leaves is much rarer than the callin because it is eaten by many insects of all types, but its effects are much more powerful. The infusion of fiveleaves is actually a powerful aphrodisiac that increases sexual attraction and charisma.
The fiveleaves infusion gives advantage to Charisma checks for the next 10 minutes if the roll is used in some way to seduce a creature your species can normally attract. Otherwise, the creatures in front of you do not perceive any difference. If a creature has been seduced, it does not change its mind after 10 minutes because it was not magically charmed. The seducer, on the other hand, must maintain his effect on his own.

Floos

boost (direct absorption) - 10 po
↳ *plant - grassland - summer*

This tall plant bears small fruits similar to blackcurrant seeds in size and color. Their acidic taste is similar to lemon. Eating its berries has the property of increasing the tension in the eyeballs with the consequence of breaking certain small blood vessels which fill the eyes with blood. Vision is not affected, however. One can doubt the interest of eating these fruits given the consequences that this entails. In fact, several barbarian tribes are fond of floos because the bloody eyes of warriors who consume it only further intimidate their opponents.
Eating floos berries gives a +2 bonus to Charisma (Intimidation) checks for a duration of 1 minute. There is no known contraindication to abusing these fruits, despite the spectacular appearance it can give.

Foulain

boost (direct absorption) - 10 po
↳ *plant - grassland - summer*

The foulain is a shrub about 15 inches high which gives very small dark blue fruits. In addition to the alcohol that is drawn from them, these berries have the virtue of slightly increasing the speed of movement, without however increasing fatigue.
Eating foulain berries increases movement speed by 5 feet per round, regardless of base speed. One dose keeps this pace for about 1 minute, so the effect is quick. Some people eat it before having to make a jump, for example. Only one dose takes effect between two short rests.

Gabruche

curative (decoction) - 50 po
↳ *bark - mountain - fall*

This tree, which trunk measures up to 6 feet in diameter, is better known in some regions as the "tree of the braves". It is sought after for the virtues of its bark. A large quantity of bark is necessary to prepare its decoction which is generally made in a large cauldron to draw an elixir which will ultimately only fill a few vials. This elixir has the power to increase physical resistance. Many fighters are fond of it and do not hesitate to spend large sums to obtain it.
Drinking a gabruche decoction grants 1 temporary hit point per level. These points persist until the first strike that hits the subject, regardless of the amount of damage taken, or for a maximum of 10 minutes if no damage is taken during that time.

Gardax

curative (decoction) - 20 po
↳ *roots - forest - spring, fall*

This poisonous bramble with red spines can be fatal to small mammals such as rats or small cats. Properly prepared, however, its roots are used to heal very special damage.
A decoction of gardax restores 1d8 hit points lost due to thunder damage. Do not administer to animals!

Garigne

curative (decoction) - 15 po
↳ *bark - grassland - fall*

The garigne is a very old tree that has a somewhat skeletal shape due to its very low number of leaves. The brew drawn from it heals all types of wounds. However, there is a small side effect: a temporary loss of vision for about ten seconds, which means that drinking several vials of garigne immediately is not recommended.
A decoction of garigne bark restores 1d4 hit points. The duration of vision loss is exponential if more than one dose is drunk in less than 10 minutes.

Golcorone

boost (infusion) - 30 po
↳ *plant - forest - summer*

The leaves of this shrub are highly sought after. We indeed draw an infusion that apothecaries initially recommended to stop tremblings. But archers who had access to this preparation quickly realized that it also improved their performance, so much that nowadays many archery competitions prohibit its use. The elite archers of the city of Laelith would have a small stock of them which they would use for missions of high importance.
An infusion of golcorone gives a +1 bonus to ranged attacks made with a weapon that uses ammunition (bow, crossbow, blowgun, etc) for a duration of 1 minute.

Gylvira

altering (maceration) - 75 po
↳ *plant - coast - summer*

The gylvira is a kind of yellow algae with green stems. The maceration that we get from it allows to breathe much longer under water. It is sold in one pint flask which are equivalent to 5 doses. Note that the gylvira gives very bad breath for the next hour.
For a swallowed dose of gylvira, the subject can breathe underwater for 1 minute longer than his constitution allows. As a reminder, a creature can normally breathe underwater for a number of minutes equal to 1 + its Constitution modifier. The organism is saturated after 10 doses and the duration of breathing under water no longer increases after that. The gylvira works only underwater and has no effect if the subject cannot breathe for any other reason.

Haquedi

boost (direct absorption) - 10 po
↳ *plant - grassland - summer*

This plant has small leaves that change color with the seasons, going from green in spring, to red in late summer, then to a coffee color in autumn. It is during the two hottest months of summer that its blackcurrant-sized fruits come out. The haquedi is a plant particularly famous among rangers and druids who use it to coax wild animals, taking care not to abuse because the haquedi tends to be increasingly rare over the years.
Any creature that attempts a Wisdom (Animal Handling) check on an animal that ate haquedi berries less than an hour ago gains a +1 bonus.

Harir

fortifying (infusion) - 30 po
↳ *plant - mountain - summer*

This plant, which leaves similar to holly but much less thick, grows at altitude. The consumption of its infusion which mixes its leaves and its acorns hardens the epidermis after a delay of 10 minutes.
An infusion of harir reduces bludgeoning, piercing, and slashing damage you take from nonmagical weapons by 1 for 10 minutes. Several doses do not accumulate the bonus, but in some mountain dwellers who have consumed it regularly for years, the effect would become permanent.

Helival

curative (direct absorption) - 5 po
↳ *plant - forest - summer*

This rather common plant gives very fragile fruits that look like tiny raspberries. The peasants who know it consume them to treat scratches, insect bites or small cuts.
Helival fruits heal 1 hit point per level if the subject has not lost a number of hit points greater than his level (1 hp at level 1, 2 hp at level 2, etc).

Ironar

fortifying (decoction) - 25 po
↳ *roots - mountain - spring, fall*

The "dwarven grass" is another name for ironar. This 20 inches tall plant with dark blue leaves and bright orange flowers grows almost exclusively on mountainous terrain full of iron and minerals, which explains the legend that says ironar only grows in the entrance to the dwarven mines. Anyway, the thick roots of this plant (up to 2 inches in diameter!) is used to protect from paralysis.
A decoction of ironar gives a +1 bonus to saving throws against being paralyzed for 1 hour.

Ironsplit

altering (infusion) - 30 po

↳ *plant - forest - summer*

The ironsplit is a shrub that is most often found at the edge of forests. An infusion of its leaves makes easier to see in the dark.

Drinking the beverage allows you to see in a lightly obscured area as if visibility were normal for 1 minute. In a heavily obscured area, having drunk the infusion is without effect. You can drink multiple vials of ironsplit consecutively without any problem. The durations do not accumulate, but with each new absorption the sight will be improved.

Jaffray

antipoison (infusion) - 30 po

↳ *plant - grassland - summer*

This plant with tiny flowers of less than 0.2 inch is a very good counterpoison for vegetal poisons. Its effects last a few hours, but too frequent use would immunize against its beneficial effects.

An infusion of jaffray gives a +2 bonus to saving throws against vegetal poisons for 1d4 hours. On the other hand, the jaffray is ineffective if the poison is already in the organism.

Jojopopo

curative (infusion) - 20 po

↳ *roots - swamp - spring, fall*

The jojopopo is a black-colored plant found in some swamps. The white milk that drips from its thick roots when cut is used to treat frostbite and other cold damage.

An infusion of jojopopo restores 1d8 hit points lost due to cold damage.

Kelventari

curative (infusion) - 10 po

↳ *plant - mountain - summer*

This shrub grows on the sunniest side of high hills or low mountains. Its leaves are known to herbalists and apothecaries for their healing properties.

An infusion of kelventari restores 2 hit points per level, up to 50% of the creature's maximum hit points. Between two short rests, a single infusion has effect.

Kilmatur

curative (decoction) - 20 po

↳ *roots - desert - spring, fall*

The kilmatur is a large cactus (more than 6 feet high) that is logically found in the deserts. Its roots, which sink more than thirty feet underground to find water, give an oil that heals burns or any other damage caused by fire. The kilmatur also acts on the scars of these wounds, making them almost invisible after a short treatment of two weeks. Druids often use it for facial burns.

Kilmatur oil restores 1d8 hit points lost from fire damage.

Laumpor

curative (infusion) - 10 po

↳ *plant - grassland - summer*

The laumpor is a pretty plant with large, beautiful yellow flowers that even adorns some gardens. On the other hand, it is fragile because it does not support cold at all and dies with the first frosts. Its infusion is known for its healing properties.

An infusion of laumpor recovers 2 hit points per level. Between one and four infusions per day are effective, no more.

Lessentor

fortifying (decoction) - 50 po

↳ *bark - grassland - fall*

The lessentor bark, brown-orange in color, has the particularity of being extremely smooth. The preparation with a sweet taste increases the reflexes. Some experienced rogues like to use the lessentor on high-risk exploration missions.

A decoction of lessentor grants a +2 bonus to initiative and Dexterity saving throws for 1 minute. Several potions do not stack bonuses, and lessentor has no effect on other Dexterity checks.

Lunort

boost (infusion) - 30 po

↳ *plant - forest - summer*

This small shrub gives few flowers but lots of leaves. Its infusion stimulates the brain and increases memory. It is used in some cases to try to restore the memory of amnesiacs, but the price of the treatment reserves it for the elite.

The lunort preparation grants a +2 bonus to Intelligence checks for 1 minute.

Macabate

antipoison (decoction) - 50 po

↳ *roots - coast - spring, fall*

The macabate is a tree that grows in tropical climates. It is no more than 6 feet high, but its roots extend horizontally for more than thirty feet in diameter. These must be peeled because it is their heart that is used to make a very good antipoison sold in powder form.

A little macabate decoction powder in the nose and throat gives advantage on saving throws against all Inhalation poisons, which are among the most dreadful, for 1d4 hours, and on saving throws to remove the poisoned condition and any other effects due to an Inhalation poison that was breathed in the previous hour. The subject does not, however, recover any hit points lost due to the poison.

Mandrake

fortifying (decoction) - 50 po

↳ *roots - mountain - spring, fall*

This plant, which roots has the shape of a human body, is surrounded by a thousand legends and is used as ingredient in many magic formulas, aphrodisiacs or medicines to fight against insomnia. However, the real effect of all these applications is not proven. On the other hand, experienced herbalists make a decoction of it which effectively prevents petrification.

A mandrake decoction gives advantage on saving throws against being paralyzed for 1 hour.

Marmallow

curative (maceration) - 75 po

↳ *plant - mountain - summer*

This particular-looking plant is the basis of a preparation that helps to stop bleeding. In its raw state, applying its flowers to a small cut puts an end to bleeding. Prepared by an herbalist, maceration can do the same on much larger wounds.

A marmallow maceration grants advantage on all death saving throws for the hour after it is absorbed, if the wound caused bleeding. So, it doesn't work against all damage types.

Maserote

boost (maceration) - 75 po

↳ *plant - grassland - summer*

The maserote is a fragile plant with red flowers found mainly in the plains, because it does not support extreme temperatures, whatever they are. Experienced druids are particularly fond of it as it helps maintain their animal form longer.

The maceration of maserote increases the duration a druid can use his Wild Shape by 1 hour, if they have access to this ability. The side effect caused by this brew when its effect wears off is that the druid's eyes turn red with blood for about 1 hour.

Meland

fortifying (direct absorption) - 10 po

↳ *plant - grassland - summer*

The meland is the plant of the doctors. It does not prevent contracting a disease, but fights against the effects of these once a subject is contaminated. A meland cure usually consists of eating a few nuts every 8 hours. Note that unlike plants which only take effect within an hour of picking, meland nuts retain their properties for a whole day.

Eating meland nuts less than 8 hours before gives a +1 bonus to any saving throw to end a disease.

Milort

antipoison (infusion) - 30 po
↳ *plant - forest - summer*

This plant with pretty pink flowers is a very good antipoison against venoms. Incidentally, its infusion also helps to cure diarrhea and vomiting.
An infusion of milort gives a +2 bonus to saving throws against venom poisons for the next hour. This plant is on the other hand inoperative if the poison is already in the organism.

Mirena

curative (infusion) - 10 po
↳ *bark - underdark - fall*

The mirena is a small tree with white bark that does not exceed 16 feet high. It is particularly recognizable in summer by its orange leaves.
An infusion of mirena bark heals 2 hit points per level, for a maximum of 20 hit points. Its effects are not cumulative in the hour that follows, so it is necessary to space each infusion by at least one hour.

Mogarli

boost (infusion) - 30 po
↳ *bark - mountain - fall*

The mogarli is a rare and huge tree that can measure up to more than 130 feet. It is also called "the saint" or "the holy tree". The infusion made from its bark helps clerics ward off evil spirits and undead more effectively.
A creature with the Turn Undead ability (typically a cleric) who drinks this infusion has its DC increased by +1 when using this ability within one hour of drinking it. However, the brew has no effect on a creature that does not have the ability to turn undead.

Navouh

antipoison (infusion) - 30 po
↳ *plant - grassland - summer*

The navouh, a plant with pretty blue flowers, helps fight against Inhalation poisons. But its infusion clogs the respiratory tract, which immediately tires you when you want to run, for example. An overdose of navouh can even cause death by asphyxiation.
Drinking a navouh infusion gives a +2 bonus to saving throws against all Inhalation poisons for the next hour. The subject does not, however, recover any hit points lost due to the poison.

Oede

curative (infusion) - 30 po
↳ *plant - swamp - summer*

The oede is a type of reed that grows in marshes. The milk flowing through its stalks is reputed to "push the limits of life" as herbalists say.
Drinking a vial of oede infusion grants a +1 bonus to death saving throws for the next minute. This bonus is to be considered as the raw result of the die, meaning it's impossible to roll 1 and a 19 on the d20 becomes a natural 20.

Olus Veritis

altering (decoction) - 100 po
↳ *mushroom - underdark - spring, summer, fall*

Olus veritis is the name given to a fungus that grows in the Underdark. The decoction that is drawn from it acts on the pupils in an unexplained way and makes it possible to see incredible things. On the other hand, its effect makes the eye hyper-sensitive to light, which is why the olus veritis is only used underground.
This decoction gives true vision for 1 minute. This allows to see in magical darkness, to see invisible creatures and objects, and automatically detecting visual illusions. On the other hand, the light of a torch dazzles and the sunlight blinds.

Olvar

boost (direct absorption) - 10 po
↳ *plant - grassland - summer*

This plant with black flowers has the particularity of making it more convincing. The pupils of the creature that eats it grow enormously and its gaze becomes almost hypnotic.
Swallowing olvar flowers gives a +1 bonus to Charisma (Persuasion) checks for the next hour.

Palmath

curative (infusion) - 30 po
↳ *plant - forest - summer*

The palmath is a plant with yellow flowers much sought after by apothecaries, because it allows to recover from all kinds of injuries more quickly. And when a creature is between life and death, a few seconds can make the difference. The subject's breath, on the other hand, becomes horrible for a few minutes.
Giving a dying person an infusion of palmath allows him to stabilize on the second successful death saving throw, instead of the third. On the other hand, it always takes three failures to die.

Parlas

altering (infusion) - 30 po
↳ *plant - swamp - summer*

This grass, also called "herb of youth", visually and temporaly rejuvenates a subject. The parlas was once used to fight smallpox, but as the plant is becoming extremely hard to find, this use is no longer the main one. Be careful though, the parlas seems to be addictive on many creatures.
Drink an infusion of parlas rejuvenates in minutes the subject's appearance by 1d6 years for 8 hours. Then, slowly over the next 8 hours, this effect disappears and the subject returns to its true appearance.

Pattran

fortifying (decoction) - 50 po
↳ *bark - mountain - fall*

This robust tree with thick bark over 2 inches grows in the mountains. The decoction of its bark is reputed to strengthen barriers and mental defenses. It also causes a small insomniac effect during the following night.
A preparation of pattran bark grants advantage to Wisdom saves for 1 hour.

Qurl

boost (infusion) - 30 po
↳ *plant - mountain - summer*

The qurl is a tall plant that produces almond-flavored peanut-like fruits, but it's its leaves that provide a boost that helps during intense efforts.
A qurl infusion gives a +2 bonus to Strength (Athletics) checks to climb or swim for 1 hour.

Ribolan

fortifying (maceration) - 75 po
↳ *mushroom - underdark - spring, summer, fall*

The ribolan is a white mushroom with blue spots that grows in the Underdark. It is particularly effective in resisting the effects of paralysis.
A maceration of ribolan gives advantage on saving throws against being paralyzed for 1 hour.

Sanilca

altering (maceration) - 100 po
↳ *bark - swamp - fall*

The sanilca is a tree found in marshes and whose bark has the particularity of crumbling at the slightest touch. The powder that is recovered from this bark, mixed with wine, preferably white, makes possible to obtain a paste that is applied to the scars. After 6 to 7 days, the crust formed by the dried paste is removed, and the scars have then almost disappeared. Note that this only works for cut scars, and not for burns, frostbite, acid damage or the like.

Saraceco

fortifying (direct absorption) - 10 po

↳ *plant - grassland - summer*

This 40 to 60 inches high plant produces fruits similar to currants but with a very acid taste. These fruits have the reputation of calming headaches but above all they help to resist loud noises.

Eating saraceco fruits gives a +1 bonus on saving throws against being deafened.

Sentaye

altering (decoction) - 50 po

↳ *mushroom - underdark - spring, summer, fall*

The sentaye is a black mushroom that gives off a slight smell of coffee. Its double-edged preparation means that it is generally only used at night.

A decoction of sentaye acts on the pupils and allows you to see in darkness as if you were in a zone of dim light for a period of 1 hour. However, during this delay, the subject gains the Sensitivity to sunlight ability with all the penalties it entails if exposed to sunlight, such as disadvantage on attack rolls and Wisdom (Perception) checks.

Sherpur

boost (direct absorption) - 10 po

↳ *plant - forest - summer*

This plant rarely exceeds 15 inches in height. Its thin stems support large green leaves and small yellow leaves. These have a stimulating effect on the auditory system.

Eating sherpur flowers gives a +1 bonus to Wisdom (Perception) checks based on hearing for about 1 hour. Absorbing large quantities (more than one dose) gives a +2 bonus, but the subject then becomes very sensitive, and a high volume can deafen him for 5 minutes. An exceptionally loud volume might even make it permanently deaf.

Tamors

fortifying (direct absorption) - 10 po

↳ *roots - desert - spring, fall*

The tamors is a kind of cactus of small size but with a very large body. Its roots go very deep underground to find water. Sucking its roots has the ability to dissipate the feeling of thirst. It does not replace water in the body, but suppresses the feeling of thirst for 1d4 hours.

Tamors roots grant a +5 bonus to DC 15 Constitution saving throws if the subject has been able to drink only half the recommended amount of water per day, or qualify for a DC 15 Constitution saving throw with no bonus if he drank less water than that instead of automatically taking a fatigue level.

Tanarisk

boost (direct absorption) - 10 po

↳ *plant - grassland - summer*

The tanarisk is a plant with thick leaves and fluffy orange flowers. It is its flowers that have a beneficial effect on eyesight.

Eating tanarisk flowers gives a +1 bonus to Wisdom (Perception) checks based on sight.

Toreape

fortifying (maceration) - 75 po

↳ *plant - coast - summer*

The leaves of this invasive plant that grows by the sea or lakes helps to lift his mental barriers against any magic aimed at taking control of mind.

The toreape maceration gives advantage on saving throws against being charmed for the hour after taking the brew.

Trovas

fortifying (decoction) - 50 po

↳ *roots - grassland - spring, fall*

The trovas is a plant that rotates during the day depending on the position of the sun, a bit like the sunflower, but green in color and much smaller. Its roots help fight against glare.

A decoction of trovas grants advantage on saving throws against being blinded if the subject is actually exposed to a strong light source. This does not work if the effect is entirely magical and don't produce a light source.

Ur

fortifying (direct absorption) - 10 po

↳ *plant - grassland - summer*

The ur is a particular plant which, at the ends of its branches, has yellow bulbs. Within these are black fruits, themselves enveloped in a thin red rind. This black fruit, called "urita", is used as a food substitute.

A single dose of urita is equivalent to 250 g of food, which is the nutritional intake necessary for half a day.

Vilerge

fortifying (infusion) - 10 po

↳ *plant - forest - summer*

The vilerge is a plant that grows in forests. Its small flowers are pink or purple. An infusion of vilerge has the property of comforting the subject. In the past it was used as an antidepressant, but the plant becoming increasingly rare, it is no longer the main effect attributed to it today.

An infusion of vilerge gives a +1 bonus to saving throws against being frightened for 1 hour.

Wodero

boost (infusion) - 30 po

↳ *plant - grassland - summer*

The wodero is a small plant with hairy and slightly stinging leaves. Its infusion causes a kind of euphoria which results in combat to make more effective.

Drinking a wodero potion gives a +1 bonus to melee attack rolls for 1 minute.

Wolfhunter

antipoison (decoction) - 50 po

↳ *roots - coast - spring, fall*

This shrub about 30 inches high has green leaves streaked with black. Its properly prepared roots are a very good antipoison against venoms.

A wolfhunter infusion grants advantage on saving throws against Venom category poisons for the next hour. The wolfhunter, on the other hand, is ineffective if the poison is already in the organism.

Xosorrel

fortifying (decoction) - 50 po

↳ *bark - forest - fall*

The xosorrel is a tree with a particularly resistant bark, practically unbreakable with the hands. The preparation made from this bark makes more resistant to shocks.

A xosorrel decoction grants advantage on saving throws against being stunned for 1 hour.

Yaretalion

fortifying (decoction) - 50 po

↳ *bark - arctic - fall*

A yaretalion is an extremely rare tree that grows only in extreme cold climates. Its bark is white in winter and cream in summer. It has very special properties that help against the powers of some undead. This is what makes it one of the most sought-after plants by clerics fighting against these creatures.

The yaretalion bark decoction grants advantage on saving throws against energy drain, an ability possessed by creatures such as wights, specters, and wraiths, for a duration of 1 hour.